

**Amendments to the Claims:**

This listing of claims will replace all prior versions, and listings, of claims in the application.

**Listing of Claims:**

1 (Currently Amended). A method of automatically summarizing a video having a sequence of frames including football comprising:

- (a) a computer identifying a plurality of segments of said video without manual input, each of said plurality of segments depicting an event beginning from a first time when a ball is put into play and ending at the sequentially next one of a second time when said ball is out of play, where each of said segments includes a plurality of said frames of said video;
- (b) a computer creating a summarization of said video by including said plurality of segments, where said summarization includes fewer frames than said video; and
- (c) wherein said computer identifies a start time and an end time of each of said plurality of segments included in said summary, and wherein said start time is identified by inferring the location of the frame in said sequence that most closely temporally corresponds to said first time by an analysis of one or more sequential frames of a candidate segment, said analysis performed without comparing characteristics of any one of said one or more sequential frames to characteristics of frames of model sequences of said event occurring, wherein said analysis includes the step of identifying candidate frames for a start of a said event by detecting a predominant color in a said candidate frame, said predominant color being within a range of gamut reduced by a calibration of the color of the field upon which the game being summarized is played.

2 (Canceled).

3 (Currently amended). The method of claim [2] 1 method wherein said color is green and said range of gamut is reduced from a default range of green color.

4 (Canceled).

5 (Withdrawn). A method of processing a video including football comprising:

- (a) a computer identifying a plurality of segments of said video without manual input, where each of said segments includes a plurality of frames of said video, based upon a series of activities defined by the rules of football that could potentially result in at least one of:
  - (i) a score;
  - (ii) preventing a score;
  - (iii) advancing a team toward a score;
  - (iv) preventing advancing a team toward a score;
- (b) creating a summarization of said video by including said plurality of segments, where said summarization includes fewer frames than said video; and
- (c) wherein said plurality of segments are identified by inferring the start time of one of said series of activities by an analysis of one or more sequential frames of a candidate segment, said analysis performed without comparing characteristics of any of said one or more sequential frames to characteristics of frames of model sequences of one of said activities occurring, and wherein said analysis includes the step of identifying candidate frames for a start of a said event by detecting a predominant color in a said candidate frame, said predominant color being within a range of gamut reduced by a calibration of the color of the field upon which the game being summarized is played.

6 (Withdrawn). The method of claim 5 wherein said summarization of said plurality of segments is in the same temporal order as said plurality of segments within said video.

7 (Withdrawn). The method of claim 5 wherein said color is green and said range of gamut is reduced from a default range of green color.

8 (Canceled).

9 (Withdrawn). A method of processing a video including football comprising:

- (a) a computer identifying a plurality of segments of said video without manual input based upon detecting a play of a football game, wherein said identifying includes detecting the start of said play and detecting the end of said play, where each of said segments includes a plurality of frames of said video;
- (b) a computer creating a summarization of said video by including said plurality of segments, where said summarization includes fewer frames than said video; and
- (c) wherein the start of said play is identified by inference, and wherein said start of said play is identified by an analysis that includes the step of identifying candidate frames for a start of a said event by detecting a predominant color in a said candidate frame, said predominant color being within a range of gamut reduced by a calibration of the color of the field upon which the game being summarized is played.

10 (Withdrawn). The method of claim 9 wherein said detecting the end of said play is based upon detecting said start of said play.

11 (Withdrawn). The method of claim 9 wherein said summarization identifies said plurality of segments of said video.

12 (Withdrawn). The method of claim 9 wherein said color is green and said range of gamut is reduced from a default range of green color.

13 (Withdrawn). The method of claim 9 wherein said start is temporally close to at least one of (i) the hike of the ball; and (ii) a kickoff of the ball.

14 (Withdrawn). The method of claim 9 wherein said end is temporally close to at least one of (i) a tackle of a player with the ball; (ii) a touchdown; (iii) a field goal attempt; (iv) an incomplete pass; (v) a player crossing the boundaries of said field; (vi) football passing out of play; and (vii) a player with the ball touching their knee to the ground.

15 (Withdrawn). A method of processing a video including football comprising:

- (a) a computer identifying a plurality of segments of said video without manual input, wherein the start of said plurality of segments is identified based upon detecting at least one spatial region of a generally green color, where each of said segments includes a plurality of frames of said video;
- (b) a computer creating a summarization of said video by including said plurality of segments, where said summarization includes fewer frames than said video; and
- (c) wherein said plurality of segments are identified by an analysis of one or more sequential frames of a candidate segment, wherein said analysis includes the step of identifying candidate frames for a start of a said event by detecting a predominant color in a said candidate frame, said predominant color being within a range of gamut reduced by a calibration of the color of the field upon which the game being summarized is played.

16 (Withdrawn). The method of claim 15 further comprising said spatial region having a substantially straight border.

17 (Canceled).

18 (Withdrawn). The method of claim 15 further comprising said spatial region being centrally located within said frame.

19 (Withdrawn). The method of claim 15 wherein said generally green color is modified during said processing of said video.

20 (Withdrawn). The method of claim 15 wherein said generally green color is calculated based on the video and has a smaller gamut than an initial generally green color from which said generally green color is calculated based upon.

21 (Withdrawn). A method of processing a video including football comprising:

- (a) a computer identifying a plurality of segments of said video without manual input, wherein the start of said plurality of segments is identified based upon detecting at least one spatial region of a generally green color being within a range of gamut reduced by a calibration of the color of the field upon which the game being summarized is played, where each of said segments includes a plurality of frames of said video; and
- (b) a computer creating a summarization of said video by including said plurality of segments, where said summarization includes fewer frames than said video.

22 (Withdrawn). The method of claim 21 further comprising said spatial region having a substantially straight border.

23 (Canceled).

24 (Withdrawn). The method of claim 21 further comprising said spatial region being centrally located within said frame.

25-90 (Canceled).